

| Thief Level | Open Locks | Remove Traps | Pick Pockets | Move Silently | Climb Walls | Hide | Listen |
|-------------|------------|--------------|--------------|---------------|-------------|------|--------|
| 1 | 25 | 20 | 30 | 25 | 80 | 10 | 30 |
| 2 | 30 | 25 | 35 | 30 | 81 | 15 | 34 |
| 3 | 35 | 30 | 40 | 35 | 82 | 20 | 38 |
| 4 | 40 | 35 | 45 | 40 | 83 | 25 | 42 |
| 5 | 45 | 40 | 50 | 45 | 84 | 30 | 46 |
| 6 | 50 | 45 | 55 | 50 | 85 | 35 | 50 |
| 7 | 55 | 50 | 60 | 55 | 86 | 40 | 54 |
| 8 | 60 | 55 | 65 | 60 | 87 | 45 | 58 |
| 9 | 65 | 60 | 70 | 65 | 88 | 50 | 62 |
| 10 | 68 | 63 | 74 | 68 | 89 | 53 | 65 |
| 11 | 71 | 66 | 78 | 71 | 90 | 56 | 68 |
| 12 | 74 | 69 | 82 | 74 | 91 | 59 | 71 |
| 13 | 77 | 72 | 86 | 77 | 92 | 62 | 74 |
| 14 | 80 | 75 | 90 | 80 | 93 | 65 | 77 |
| 15 | 83 | 78 | 94 | 83 | 94 | 68 | 80 |
| 16 | 84 | 79 | 95 | 85 | 95 | 69 | 83 |
| 17 | 85 | 80 | 96 | 87 | 96 | 70 | 86 |
| 18 | 86 | 81 | 97 | 89 | 97 | 71 | 89 |
| 19 | 87 | 82 | 98 | 91 | 98 | 72 | 92 |
| 20 | 88 | 83 | 99 | 93 | 99 | 73 | 95 |

| Monster Hit Dice | XP Value | Special Ability Bonus |
|------------------|----------|-----------------------|
| less than 1 | 10 | 3 |
| 1 | 25 | 12 |
| 2 | 75 | 25 |
| 3 | 145 | 30 |
| 4 | 240 | 40 |
| 5 | 360 | 45 |
| 6 | 500 | 55 |
| 7 | 670 | 65 |
| 8 | 875 | 70 |
| 9 | 1,075 | 75 |
| 10 | 1,300 | 90 |
| 11 | 1,575 | 95 |
| 12 | 1,875 | 100 |
| 13 | 2,175 | 110 |
| 14 | 2,500 | 115 |
| 15 | 2,850 | 125 |
| 16 | 3,250 | 135 |
| 17 | 3,600 | 145 |
| 18 | 4,000 | 160 |
| 19 | 4,500 | 175 |

| Ability Score | Bonus/Penalty |
|---------------|---------------|
| 3 | -3 |
| 4-5 | -2 |
| 6-8 | -1 |
| 9-12 | 0 |
| 13-15 | +1 |
| 16-17 | +2 |
| 18 | +3 |

| Ability Roll Target | |
|---------------------|--------|
| Level | Target |
| 0-1 | 17 |
| 2-3 | 16 |
| 4-5 | 15 |
| 6-7 | 14 |
| 8-9 | 13 |
| 10-11 | 12 |
| 12-13 | 11 |
| 14-15 | 10 |
| 16-17 | 9 |
| 18-19 | 8 |
| 20 | 7 |

| Adjusted Die Roll | Result |
|-------------------|------------------------------|
| 2 or less | Refusal, -1 on further rolls |
| 3-5 | Refusal |
| 6-8 | Try again |
| 9-11 | Acceptance |
| 12 or more | Acceptance, +1 to Loyalty |

| Adjusted Die Roll | Result |
|-------------------|------------------|
| 2 or less | Immediate Attack |
| 3-7 | Unfavorable |
| 8-11 | Favorable |
| 12 or more | Very Favorable |

DM Screen

By: Scott Abraham



Basic Fantasy



| Cleric Level | Skeleton | Zombie | Ghoul | Wight | Wraith | Mummy | Spectre | Vampire |
|--------------|----------|--------|-------|-------|--------|-------|---------|---------|
| 1 | 13 | 17 | 19 | No | No | No | No | No |
| 2 | 11 | 15 | 18 | 20 | No | No | No | No |
| 3 | 9 | 13 | 17 | 19 | No | No | No | No |
| 4 | 7 | 11 | 15 | 18 | 20 | No | No | No |
| 5 | 5 | 9 | 13 | 17 | 19 | No | No | No |
| 6 | 3 | 7 | 11 | 15 | 18 | 20 | No | No |
| 7 | 2 | 5 | 9 | 13 | 17 | 19 | No | No |
| 8 | T | 3 | 7 | 11 | 15 | 18 | 20 | No |
| 9 | T | 2 | 5 | 9 | 13 | 17 | 19 | No |
| 10 | T | T | 3 | 7 | 11 | 15 | 18 | 20 |
| 11 | D | T | 2 | 5 | 9 | 13 | 17 | 19 |
| 12 | D | T | T | 3 | 7 | 11 | 15 | 18 |
| 13 | D | D | T | 2 | 5 | 9 | 13 | 17 |
| 14 | D | D | T | T | 3 | 7 | 11 | 15 |
| 15 | D | D | D | T | 2 | 5 | 9 | 13 |
| 16 | D | D | D | T | T | 3 | 7 | 11 |
| 17 | D | D | D | D | T | 2 | 5 | 9 |
| 18 | D | D | D | D | T | T | 3 | 7 |
| 19 | D | D | D | D | D | T | 2 | 5 |
| 20 | D | D | D | D | D | T | T | 3 |

Fighter Saving Throws

| Level | Death Ray or Poison | Magic Wands | Paralysis or Petrify | Dragon Breath | Spells |
|-------|---------------------|-------------|----------------------|---------------|--------|
| 1 | 12 | 13 | 14 | 15 | 17 |
| 2-3 | 11 | 12 | 14 | 15 | 16 |
| 4-5 | 11 | 11 | 13 | 14 | 15 |
| 6-7 | 10 | 11 | 12 | 14 | 15 |
| 8-9 | 9 | 10 | 12 | 13 | 14 |
| 10-11 | 9 | 9 | 11 | 12 | 13 |
| 12-13 | 8 | 9 | 10 | 12 | 13 |
| 14-15 | 7 | 8 | 10 | 11 | 12 |
| 16-17 | 7 | 7 | 9 | 10 | 11 |
| 18-19 | 6 | 7 | 8 | 10 | 11 |
| 20 | 5 | 6 | 8 | 9 | 10 |

Thief Saving Throws

| Level | Death Ray or Poison | Magic Wands | Paralysis or Petrify | Dragon Breath | Spells |
|-------|---------------------|-------------|----------------------|---------------|--------|
| 1 | 13 | 14 | 13 | 16 | 15 |
| 2-3 | 12 | 14 | 12 | 15 | 14 |
| 4-5 | 11 | 13 | 12 | 14 | 13 |
| 6-7 | 11 | 13 | 11 | 13 | 13 |
| 8-9 | 10 | 12 | 11 | 12 | 12 |
| 10-11 | 9 | 12 | 10 | 11 | 11 |
| 12-13 | 9 | 10 | 10 | 10 | 11 |
| 14-15 | 8 | 10 | 9 | 9 | 10 |
| 16-17 | 7 | 9 | 9 | 8 | 9 |
| 18-19 | 7 | 9 | 8 | 7 | 9 |
| 20 | 6 | 8 | 8 | 6 | 8 |

Magic User Saving Throws

| Level | Death Ray or Poison | Magic Wands | Paralysis or Petrify | Dragon Breath | Spells |
|-------|---------------------|-------------|----------------------|---------------|--------|
| 1 | 13 | 14 | 13 | 16 | 15 |
| 2-3 | 13 | 14 | 13 | 15 | 14 |
| 4-5 | 12 | 13 | 12 | 15 | 13 |
| 6-7 | 12 | 12 | 11 | 14 | 13 |
| 8-9 | 11 | 11 | 10 | 14 | 12 |
| 10-11 | 11 | 10 | 9 | 13 | 11 |
| 12-13 | 10 | 10 | 9 | 13 | 11 |
| 14-15 | 10 | 9 | 8 | 12 | 10 |
| 16-17 | 9 | 8 | 7 | 12 | 9 |
| 18-19 | 9 | 7 | 6 | 11 | 9 |
| 20 | 8 | 6 | 5 | 11 | 8 |

Cleric Saving Throws

| Level | Death Ray or Poison | Magic Wands | Paralysis or Petrify | Dragon Breath | Spells |
|-------|---------------------|-------------|----------------------|---------------|--------|
| 1 | 11 | 12 | 14 | 16 | 15 |
| 2-3 | 10 | 11 | 13 | 15 | 14 |
| 4-5 | 9 | 10 | 13 | 15 | 14 |
| 6-7 | 9 | 10 | 12 | 14 | 13 |
| 8-9 | 8 | 9 | 12 | 14 | 13 |
| 10-11 | 8 | 9 | 11 | 13 | 12 |
| 12-13 | 7 | 8 | 11 | 13 | 12 |
| 14-15 | 7 | 8 | 10 | 12 | 11 |
| 16-17 | 6 | 7 | 10 | 12 | 11 |
| 18-19 | 6 | 7 | 9 | 11 | 10 |
| 20 | 5 | 6 | 9 | 11 | 10 |

Hearing noise

- * 2 in 6 for demi-humans
- * 1 in 6 for humans
- * Thieves may use their HN skill instead

Opening doors

- * 2 in 6
- * Adjusted by Strength
- * Never less than 1 in 6
- * Never greater than 5 in 6

Finding traps

- * 2 in 6 for dwarfs
- * 1 in 6 for others
- * Thieves may use their F&RT skill instead

Triggering traps

- * 2 in 6
- * Damage usually automatic
- * Monsters may (at DM discretion) never trigger traps

Finding secret doors

- * 2 in 6 for elves
- * 1 in 6 for others

| Weapon | Cost | Size | Weight | Dmg. |
|---------------------------|-------|------|--------|------|
| Axes | | | | |
| Great Axe | 14 gp | L | 15 | 1d10 |
| Battle Axe | 7 gp | M | 7 | 1d8 |
| Hand Axe | 4 gp | S | 5 | 1d6 |
| Bows | | | | |
| Shortbow | 25 gp | M | 2 | 1d6 |
| Shortbow Arrow | 1 sp | | 0.1 | |
| Silver* Shortbow Arrow | 2 gp | | 0.1 | |
| Longbow | 60 gp | L | 3 | 1d8 |
| Longbow Arrow | 2 sp | | 0.1 | |
| Silver* Longbow Arrow | 4 gp | | 0.1 | |
| Light Crossbow | 30 gp | M | 7 | 1d6 |
| Light Quarrel | 2 sp | | 0.1 | |
| Silver* Light Quarrel | 5 gp | | 0.1 | |
| Heavy Crossbow | 50 gp | L | 14 | 1d8 |
| Heavy Quarrel | 4 sp | | 0.1 | |
| Silver* Heavy Quarrel | 10 gp | | 0.1 | |
| Daggers | | | | |
| Dagger | 2 gp | S | 1 | 1d4 |
| Silver* Dagger | 25 gp | S | 1 | 1d4 |
| Swords | | | | |
| Shortsword | 6 gp | S | 3 | 1d6 |
| Longsword/Scimitar | 10 gp | M | 4 | 1d8 |
| Two-Handed Sword | 18 gp | L | 10 | 1d10 |
| Hammers and Maces | | | | |
| Warhammer | 4 gp | S | 6 | 1d6 |
| Mace | 6 gp | M | 10 | 1d8 |
| Maul | 10 gp | L | 16 | 1d10 |
| Other Weapons | | | | |
| Club/Cudgel/Walking Staff | 2 sp | M | 1 | 1d4 |
| Quarterstaff | 2 gp | L | 4 | 1d6 |
| Pole Arm | 9 gp | L | 15 | 1d10 |
| Sling | 1 gp | S | 0.1 | |
| Bullet | 1 sp | | 0.1 | 1d4 |
| Stone | n/a | | 0.1 | 1d3 |
| Spear | 5 gp | M | 5 | |
| Thrown (one handed) | | | | 1d6 |
| Melee (one handed) | | | | 1d6 |
| Melee (two handed) | | | | 1d8 |

| Weapon | Short (+1) | Medium (0) | Long (-2) |
|-------------------|------------|------------|-----------|
| Longbow | 70 | 140 | 210 |
| Shortbow | 50 | 100 | 150 |
| Heavy Crossbow | 80 | 160 | 240 |
| Light Crossbow | 60 | 120 | 180 |
| Dagger | 10 | 20 | 30 |
| Hammer | 10 | 20 | 30 |
| Hand Axe | 10 | 20 | 30 |
| Oil or Holy Water | 10 | 30 | 50 |
| Sling | 30 | 60 | 90 |
| Spear | 10 | 20 | 30 |

| Weapon | Cost | Rate of Fire | Attack Penalty | Damage | Short Range (+1) | Medium Range (+0) | Long Range (-2) |
|---------------|--------|--------------|----------------|--------|------------------|-------------------|-----------------|
| Ballista | 100 gp | 1/4 | -3 | 2d8 | 50' | 100' | 150' |
| Battering Ram | 200 gp | 1/3 | +0 | 2d8 | N/A | N/A | N/A |
| Onager | 300 gp | 1/6 | -6 | 2d12 | 100' | 200' | 300' |
| Trebuchet | 400 gp | 1/10 | -8 | 3d10 | N/A | 300' | 400' |

| | | |
|---|------------|---|
| | (behind) | |
| | 0 | |
| 7 | 8 | 9 |
| 5 | Target | 6 |
| 2 | 3 | 4 |
| | 1 | |
| | (in front) | |



| Armor Type | Cost | Weight | AC |
|---------------|--------|--------|----|
| No Armor | 0 gp | 0 | 11 |
| Leather Armor | 20 gp | 15 | 13 |
| Chain Mail | 60 gp | 40 | 15 |
| Plate Mail | 300 gp | 50 | 17 |
| Shield | 7 gp | 5 | +1 |



| Fighter Level | Cleric or Thief Level | Magic-User Level | Monster Hit Dice | Attack Bonus |
|---------------|-----------------------|------------------|------------------|--------------|
| NM | | | less than 1 | +0 |
| 1 | 1-2 | 1-3 | 1 | +1 |
| 2-3 | 3-4 | 4-5 | 2 | +2 |
| 4 | 5-6 | 6-8 | 3 | +3 |
| 5-6 | 7-8 | 9-12 | 4 | +4 |
| 7 | 9-11 | 13-15 | 5 | +5 |
| 8-10 | 12-14 | 16-18 | 6 | +6 |
| 11-12 | 15-17 | 19-20 | 7 | +7 |
| 13-15 | 18-20 | | 8-9 | +8 |
| 16-17 | | | 10-11 | +9 |
| 18-20 | | | 12-13 | +10 |
| | | | 14-15 | +11 |
| | | | 16-19 | +12 |
| | | | 20-23 | +13 |
| | | | 24-27 | +14 |
| | | | 28-31 | +15 |
| | | | 32 or more | +16 |

| Item | Cost | Weight |
|----------------------|--------|---------|
| Horse, Draft | 120 gp | |
| Horse, War | 200 gp | |
| Horse, Riding | 75 gp | |
| Pony* | 40 gp | |
| Pony, War* | 80 gp | |
| Bit and bridle | 15 sp | 3 lbs. |
| Horseshoes & shoeing | 1 gp | 10 lbs. |
| Saddle, Pack | 5 gp | 15 lbs. |
| Saddle, Riding | 10 gp | 35 lbs. |
| Saddlebags, pair | 4 gp | 7 lbs. |



| Vehicle | Length x width* | Weight | Cargo | Movement | Hardness / HP | Cost (gp) |
|---------|-----------------|-----------|-----------|----------|---------------|-----------|
| Chariot | 15' x 6' | 300 lbs | 750 lbs | 120' (B) | 10 / 10 | 400 |
| Coach | 30' x 8' | 1,000 lbs | 2,000 lbs | 60' (C) | 6 / 12 | 1,500 |
| Wagon | 35' x 8' | 2,000 lbs | 4,000 lbs | 40' (D) | 6 / 16 | 500 |

| Vehicle | Length x Width | Cargo | Crew | Movement | Miles/Day | Hardness / HP | Cost (gp) |
|---------------|----------------|----------|------|----------|-----------|---------------|-----------|
| Canoe | 15' x 4' | 1/2 ton | 1 | 40' (A) | 30 | 4 / 4 | 50 |
| Caravel | 55' x 15' | 75 tons | 10 | 20' (E) | 45 | 8 / 75 | 10,000 |
| Carrack | 60' x 20' | 135 tons | 20 | 30' (F) | 50 | 10 / 120 | 20,000 |
| Galley, Small | 100' x 15' | 210 tons | 90 | 20' (D) | 40 / 25 | 8 / 75 | 15,000 |
| Galley, Large | 120' x 20' | 375 tons | 160 | 30' (E) | 45 / 25 | 10 / 120 | 30,000 |
| Raft/Barge | per 10' x 10' | 1 ton | 2 | 40' (B) | 20 | 6 / 12 | 100 |
| Riverboat | 50' x 20' | 50 tons | 10 | 20' (D) | 30 | 8 / 30 | 3,500 |
| Rowboat | 15' x 6' | 1 ton | 1 | 30' (B) | 25 | 6 / 8 | 600 |
| Sailboat | 40' x 8' | 5 tons | 1 | 40' (C) | 40 | 7 / 20 | 2,000 |

| d% | Wind Conditions | Sailing |
|-------|-------------------|---------|
| 01-05 | Becalmed | x0 |
| 06-13 | Very Light Breeze | x1/3 |
| 14-25 | Light Breeze | x1/2 |
| 26-40 | Moderate Breeze | x2/3 |
| 41-70 | Average Winds | x1 |
| 71-85 | Strong Winds | x1 1/3 |
| 86-96 | Very Strong Winds | x1 1/2 |
| 97-00 | Gale | x2 |

| d12 | Wind Direction |
|------|---|
| 1 | Northerly |
| 2 | Northeasterly |
| 3 | Easterly |
| 4 | Southeasterly |
| 5 | Southerly |
| 6 | Southwesterly |
| 7 | Westerly |
| 8 | Northwesterly |
| 9-12 | Prevailing wind direction for this locale |

| Encounter Movement (Feet per Round) | Wilderness Movement (Miles per Day) |
|--|--|
| 10' | 6 |
| 20' | 12 |
| 30' | 18 |
| 40' | 24 |
| 50' | 30 |
| 60' | 36 |
| 70' | 42 |
| 80' | 48 |
| 90' | 54 |
| 100' | 60 |
| 110' | 66 |
| 120' | 72 |
| Terrain | Adjustment |
| Jungle, Mountains, Swamp | x1/3 |
| Desert, Forest, Hills | x1/2 |
| Clear, Plains, Trail | x2/3 |
| Road (Paved) | x1 |

| Item | Cost | Weight |
|----------------------------|-------|--------|
| Backpack | 4 gp | * |
| Candles, 12 | 1 gp | * |
| Chalk, small bag of pieces | 2 gp | * |
| Clothing, common outfit | 4 gp | 1 |
| Glass bottle or vial | 1 gp | * |
| Grappling Hook | 2 gp | 4 |
| Holy Symbol | 25 gp | * |
| Holy Water, per vial | 10 gp | * |
| Iron Spikes, 12 | 1 gp | 1 |
| Ladder, 10 ft. | 1 gp | 20 |
| Lantern, Hooded | 8 gp | 2 |
| Map or scroll case | 1 gp | ½ |
| Mirror, small metal | 7 gp | * |
| Oil (per flask) | 1 gp | 1 |
| Paper (per sheet) | 1 gp | ** |
| Pole, 10' wooden | 1 gp | 10 |
| Quiver or Bolt case | 1 gp | 1 |
| Rations, Dry, one week | 10 gp | 14 |
| Rope, Hemp (per 50 ft.) | 1 gp | 5 |
| Rope, Silk (per 50 ft.) | 10 gp | 2 |
| Sack, Large | 1 gp | * |
| Sack, Small | 5 sp | * |
| Tent, Large (ten men) | 25 gp | 20 |
| Tent, Small (one man) | 5 gp | 10 |
| Thieves' picks and tools | 25 gp | 1 |
| Tinderbox, flint and steel | 3 gp | 1 |
| Torches, 6 | 1 gp | 1 |
| Whetstone | 1 gp | 1 |
| Wineskin/Waterskin | 1 gp | 2 |
| Winter blanket | 1 gp | 3 |
| Writing ink (per vial) | 8 gp | * |



First Level Clerical Spells

- 1 Cure Light Wounds*
- 2 Detect Evil
- 3 Detect Magic
- 4 Light*
- 5 Protection from Evil
- 6 Purify Food and Water
- 7 Remove Fear*
- 8 Resist Cold

Second Level Clerical Spells

- 1 Bless*
- 2 Charm Animal
- 3 Find Traps
- 4 Hold Person*
- 5 Resist Fire
- 6 Silence 15' radius
- 7 Speak with Animals
- 8 Spiritual Hammer

Third Level Clerical Spells

- 1 Continual Light*
- 2 Cure Blindness
- 3 Cure Disease*
- 4 Growth of Animals
- 5 Locate Object
- 6 Remove Curse*
- 7 Speak with Dead
- 8 Striking

Fourth Level Clerical Spells

- 1 Animate Dead
- 2 Create Water
- 3 Cure Serious Wounds*
- 4 Dispel Magic
- 5 Neutralize Poison*
- 6 Protection from Evil 10' radius
- 7 Speak with Plants
- 8 Sticks to Snakes

Fifth Level Clerical Spells

- 1 Commune
- 2 Create Food
- 3 Dispel Evil
- 4 Insect Plague
- 5 Quest*
- 6 Raise Dead*
- 7 True Seeing
- 8 Wall of Fire

Sixth Level Clerical Spells

- 1 Animate Objects
- 2 Blade Barrier
- 3 Find the Path
- 4 Heal
- 5 Regenerate
- 6 Restoration
- 7 Speak with Monsters
- 8 Word of Recall



First Level Magic-User Spells

- 1 Charm Person
- 2 Detect Magic
- 3 Floating Disc
- 4 Hold Portal
- 5 Light*
- 6 Magic Missile
- 7 Magic Mouth
- 8 Protection from Evil
- 9 Read Languages
- 10 Shield
- 11 Sleep
- 12 Ventriloquism

Second Level Magic-User Spells

- 1 Continual Light*
- 2 Detect Evil
- 3 Detect Invisible
- 4 ESP
- 5 Invisibility
- 6 Knock
- 7 Levitate
- 8 Locate Object
- 9 Mirror Image
- 10 Phantasmal Force
- 11 Web
- 12 Wizard Lock

Third Level Magic-User Spells

- 1 Clairvoyance
- 2 Darkvision
- 3 Dispel Magic
- 4 Fireball
- 5 Fly
- 6 Haste*
- 7 Hold Person*
- 8 Invisibility 10' radius
- 9 Lightning Bolt
- 10 Protection from Evil 10' radius
- 11 Protection from Normal Missiles
- 12 Water Breathing

Fourth Level Magic-User Spells

- 1 Charm Monster
- 2 Confusion
- 3 Dimension Door
- 4 Growth of Plants*
- 5 Hallucinatory Terrain
- 6 Ice Storm
- 7 Massmorph
- 8 Polymorph Other
- 9 Polymorph Self
- 10 Remove Curse*
- 11 Wall of Fire
- 12 Wizard Eye

Fifth Level Magic-User Spells

- 1 Animate Dead
- 2 Cloudkill
- 3 Conjure Elemental
- 4 Feeblemind
- 5 Hold Monster*
- 6 Magic Jar
- 7 Passwall
- 8 Telekinesis
- 9 Teleport
- 10 Wall of Stone

Sixth Level Magic-User Spells

- 1 Anti-Magic Shell
- 2 Death Spell
- 3 Disintegrate
- 4 Flesh to Stone*
- 5 Geas*
- 6 Invisible Stalker
- 7 Lower Water
- 8 Projected Image
- 9 Reincarnate
- 10 Wall of Iron

